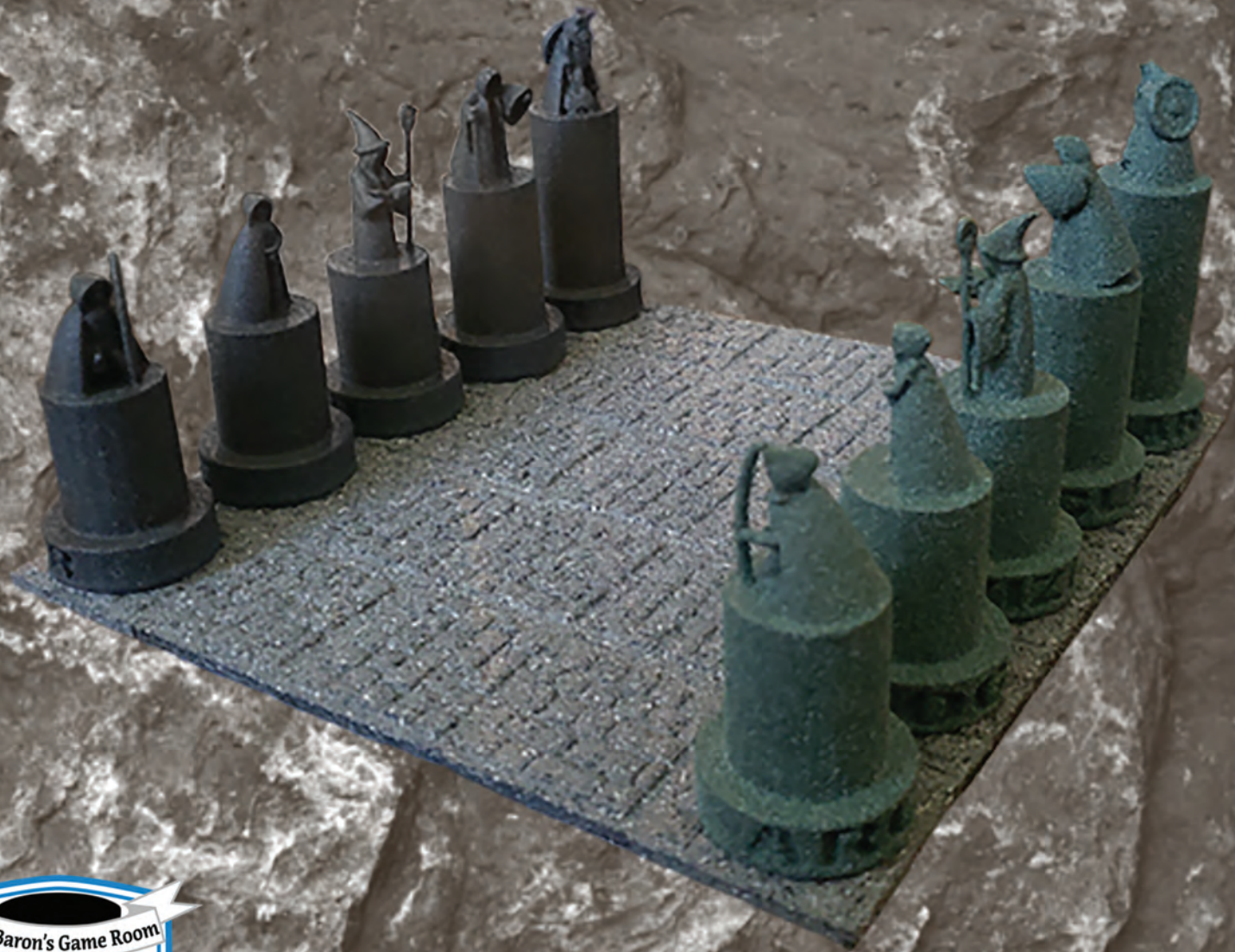


VILITUM

A GAME BY AARON BILYEU



“AH, VILITUM! OF MY DISCOVERIES IN THE STRANGE LAND THAT IS CAMRIA, THIS HAS BEEN MY MOST TREASURED! AN ELEGANT GAME OF STRATEGY AND WIT. A GAME OF KINGS AND PEASANTS ALIKE. THE ONLY THING MORE INTERESTING THAN THE GAME IS THE HISTORY ITSELF. YOU SEE, WHEN THE DWARVES FIRST ARRIVED ON CAMRIA’S SHORES, THEY WERE UNABLE TO HANDLE THE INTENSE MAGIC IN THE AIR. PROLONGED EXPOSURE CAUSED AN AILMENT THAT CAME TO BE KNOWN AS “SKYMADDNESS”. THIS DROVE THE EARLY COLONISTS UNDERGROUND. LIFE UNDERGROUND WAS NOTHING NEW TO THE DWARVEN PEOPLE AND THEY QUICKLY GREW THEIR TINY COLONIES INTO A SPRAWLING KINGDOM! LIKE ANY GREAT EMPIRE, CONFLICTS WERE INEVITABLE. THIS IS WHERE WE GET THE EARLIEST BEGINNINGS OF VILITUM.

THE DWARVEN RACE HAS AN UNFORTUNATELY LOW BIRTH RATE AND WARS CAN DEVASTATE THE POPULATION. KING GNORIUS THE MAGNIFICENT WAS THE FIRST TO PUSH THE IDEA OF SETTling CONFLICTS NON-VIOLENTLY. NOW, GNORIUS WAS A SKILLED NEGOTIATOR, A REAL SMOOTH TALKER. HE DEVELOPED AN EARLY VERSION OF VILITUM AND PUSHED IT AS A SHOW OF SKILL AND STRATEGY AND LEADERSHIP. HE WOULD PLAY THE GAME WITH CLAN LEADERS, BARONS, BUSINESS MEN, AND JUST ABOUT EVERYONE THAT HE WOULD SPEAK TO WHIL DISCUSSING CONFLICTS THROUGHOUT THE KINGDOM. BEFORE LONG, VILITUM BECAME DEEPLY INTERTWINED WITH DWARVEN POLITICS. WARS AMONGST THE DWARVES BECAME INCREASINGLY RARE AS MORE AND MORE CONFLICTS BEGAN TO BE RESOLVED WITH GAMES OF VILITUM! AS SILLY AS THIS SOUNDS, THIS LIKELY SAVED THE DWARVEN CIVILIZATION OF CAMRIA.

A FEW DECADES LATER AND VILITUM HAD SPREAD TO THE DEEPEST REACHES OF DWARVEN SOCIETY ON CAMRIA. WHAT WAS ONCE A GAME OF KINGS WAS NOW BEING PLAYED BY CHILDREN. IN EVERY TAVERN AND INN, A VILITUM BOARD COULD BE FOUND, RARELY VACANT. EVENTUALLY, THE DWARVES OF CAMRIA ADJUSTED TO THE MAGIC OF THIS LAND. THIS ALLOWED THEM TO GREATLY EXPAND THEIR TRADE. NO LONGER WERE THEY LIMITED TO WAITING FOR THE TRADERS TO COME DOWN TO THEM. NOW THEY COULD TAKE THEIR WARES STRAIGHT TO THE LARGEST TRADE HUBS OF CAMRIA, NO MIDDLE MAN NEEDED.

AS THE DWARVEN TRADERS BEGAN TO SETTLE ACROSS CAMRIA, THEY OF COURSE BROUGHT VILITUM ALONG. AS THE PASSERSBY MARVELED OVER THE BEAUTIFUL WEAPONS, JEWELRY AND OTHER WARES, THEY COULDN’T HELP BUT TAKE NOTICE OF THE STRANGE GAME THAT ALWAYS SEEMED TO BE SET UP AT THE SHOPS AND STANDS. IT WASN’T LONG BEFORE VILITUM BOARDS BECAME A BEST SELLER AND SPREAD ALL ACROSS CAMRIA! JUST AS IT DID THROUGHOUT THE DWARVEN KINGDOM, VILITUM BOARDS BECAME A COMMON SIGHT IN HOMES, TAVERNS, INNS, AND EVEN BROTHELS. I DARE TO SAY VILITUM IS QUITE CERTAINLY THE MOST POPULAR GAME IN CAMRIA. I PICKED ONE UP FOR MYSELF AND PLAN TO BRING IT WITH ME AS I CONTINUE MY TRAVELS! PERHAPS VILITUM WILL CONTINUE TO SPREAD. ONLY TIME WILL TELL.”

-HANZI WOLF, “EXPLORING THE NEW WORLD: A SCHOLAR’S GUIDE TO CAMRIA.”

VILITUM

SET UP

FIRST, DECIDE WHETHER YOU WILL BE PLAYING ON THE 5X5 OR 7X7 BOARD. THEN DECIDE THE STARTING PLAYER.

PLAYERS NOW BEGIN TAKING TURNS PLACING THEIR PIECES, 1 AT A TIME, ON THE ROW OF THE BOARD CLOSEST TO THEM ON OPPOSITE SIDES. YOU MAY PLACE ANY PIECE ON ANY SPACE IN YOUR BACK ROW. WHEN PLAYING ON THE 7X7 BOARD, YOU WILL HAVE 2 UNUSED SPACES. ONCE ALL OF THE PIECES HAVE BEEN PLACED, YOU ARE READY TO BEGIN.

GAMEPLAY

ON YOUR TURN, SELECT ONE PIECE WITH WHICH TO MOVE AND/OR ATTACK. YOU CAN MOVE AND ATTACK IN ANY ORDER. YOU MAY NOT MOVE TWICE OR ATTACK TWICE. YOU MUST TAKE AN ACTION ON YOUR TURN. YOU CANNOT PASS YOUR TURN.

YOU MAY MOVE YOUR PIECE THROUGH SPACES CONTAINING YOUR OWN PIECES. YOU MAY NOT MOVE THROUGH YOUR OPPONENT'S PIECES. ALL PIECES EXCEPT THE WIZARD ONLY MOVE IN ONE DIRECTION. THEY MAY NOT SWITCH DIRECTIONS DURING MOVEMENT.

WHEN ATTACKING, YOU MAY ATTACK ANY 1 PIECE WITHIN YOUR RANGE. YOUR "LINE OF SIGHT" IS NOT BLOCKED BY OTHER PIECES. WHEN YOU ATTACK A PIECE, PLACE A DAMAGE RING ON TO THE TARGET. IF THE DAMAGE RINGS REACH THE TOP OF THE PODIUM, THE PIECE IS DEFEATED AND REMOVED FROM THE BOARD.

YOU CANNOT END YOUR TURN IN A REPEAT STATE. A REPEAT STATE HAPPENS IF THE BOARD NOW LOOKS IDENTICAL TO THE END OF YOUR LAST TURN. YOU MUST MAKE AN ACTION THAT CHANGES THE BOARD IN SOME WAY FROM YOUR LAST TURN.

END GAME

THE GAME ENDS WHEN YOU HAVE DEFEATED ALL OF YOUR OPPONENT'S PIECES, OR YOUR OPPONENT RESIGNS. IT IS POSSIBLE TO HAVE REMAINING PIECES THAT CANNOT DEFEAT EACH OTHER. THIS ENDS THE GAME IN A DRAW.

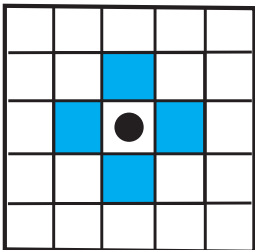
THE PIECES

WARRIOR

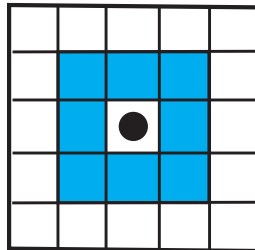
HP 5

MOVEMENT:

1 SPACE ORTHOGONALLY (5X5 BOARD)

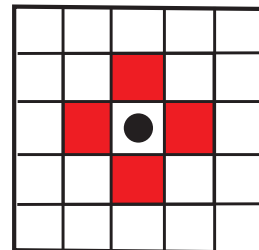


1 SPACE IN ANY DIRECTION (7X7 BOARD)



ATTACK:

1 SPACE ORTHOGONALLY



SPECIAL:

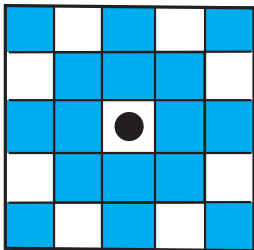
THE WARRIOR'S ATTACK DEALS 2 DAMAGE, EXCEPT WHEN ATTACKING THE OTHER WARRIOR.

ROGUE

HP 3

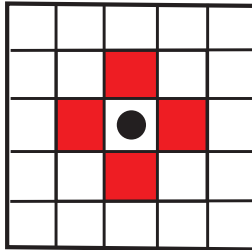
MOVEMENT:

ANY NUMBER OF SPACES IN ANY 1 DIRECTION



ATTACK:

1 SPACE ORTHOGONALLY



SPECIAL:

WHEN ATTACKING, IF THE TARGET PIECE IS FLANKED ON THE OPPOSITE SIDE BY ANOTHER OF YOUR PIECES, DEAL 2 DAMAGE.

WIZARD

HP 3

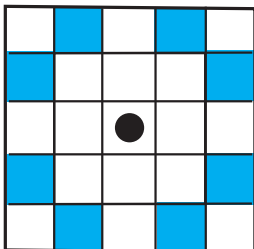
MOVEMENT:

MOVES IN AN L SHAPE

1 SPACE HORIZONTALLY & 2 SPACES VERTICALLY

OR

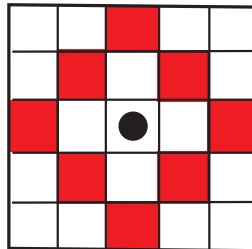
1 SPACE VERTICALLY & 2 SPACES HORIZONTALLY



ATTACK:

2 SPACES ORTHOGONALLY

1 SPACE DIAGONALLY



MAY NOT ATTACK ORTHOGONALLY ADJACENT SPACES

SPECIAL:

MAY MOVE THROUGH YOUR OPPONENT'S PIECES.

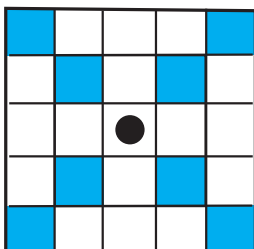
MAY FORGO MOVEMENT TO SWAP PLACES WITH ANY OF YOUR OTHER PIECES ON THE BOARD.

ARCHER

HP 3

MOVEMENT:

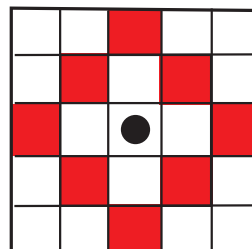
ANY NUMBER OF SPACES DIAGONALLY



ATTACK:

2 SPACES ORTHOGONALLY

1 SPACE DIAGONALLY



MAY NOT ATTACK ORTHOGONALLY ADJACENT SPACES

SPECIAL:

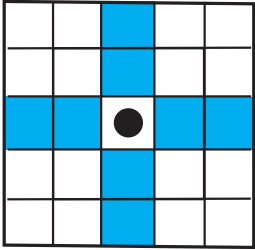
MAY FORGO MOVEMENT TO INCREASE YOUR ATTACK RANGE BY 1. (3 SPACES ORTHOGONALLY, OR 2 SPACES DIAGONALLY)

CLERIC

HP 4

MOVEMENT:

ANY NUMBER OF SPACES ORTHOGONALLY

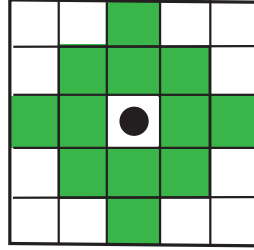


HEAL:

2 SPACES ORTHOGONALLY

1 SPACE DIAGONALLY

HEAL 1 POINT OF DAMAGE ON ANY ALLY WITHIN RANGE



SPECIAL:

MAY FORGO MOVEMENT FOR A SECOND HEAL ACTION.

AS A FREE ACTION, AT THE START OF YOUR TURN, YOU MAY SACRIFICE YOUR CLERIC TO RETURN 1 OF YOUR DEFEATED PIECES TO THE BOARD. IT RETURNS TO THE SAME SPACE THE CLERIC WAS ON WITH UP TO 3 HP. YOU MUST CONTINUE YOUR TURN WITH THE RETURNED PIECE.

BEGINNER RULES

THIS VERSION IS RECOMMENDED FOR FIRST-TIME PLAYERS. THIS ALLOWS PLAYERS TO GET A FEEL FOR THE DIFFERENT MOVEMENT AND ATTACK MECHANICS BEFORE ADDING IN ADVANCED FEATURES.

- USE THE 5X5 SIDE OF THE BOARD
- DO NOT USE THE SPECIALS FOR ANY PIECE EXCEPT FOR THE CLERIC'S SACRIFICE ABILITY
- THE WARRIOR MOVES 1 SPACE IN ANY DIRECTION (LIKE ON THE 7X7 BOARD)

REGIONAL RULES

"OVER THE YEARS, MANY DIFFERENT RULES HAVE COME AND GONE. SOME, LIKE THE LARGER BOARD AND SPECIAL ABILITIES, HAVE WITHSTOOD THE TEST OF TIME AND BECOME FAIRLY COMMONPLACE AMONGST MOST PLAYERS. OTHERS... WELL THERE IS A REASON YOU DON'T SEE "ALL ROGUES" VILITUM BEING PLAYED AT THE LOCAL TAVERN."

-VENTRIX, "THE HISTORY OF VILITUM"

WE'VE GATHERED HERE A VARIETY OF POPULAR, OPTIONAL RULES FROM ACROSS THE LAND OF CAMRIA. FEEL FREE TO MIX & MATCH THESE RULES AS YOU PLEASE TO KEEP YOUR VILITUM EXPERIENCE FRESH!

AGILE WARRIOR — ON THE 5X5 BOARD, YOU MAY IGNORE THE WARRIOR'S SPECIAL ABILITY FOR THE ENTIRE GAME. IF SO, THEY MAY MOVE AS THOUGH THEY WERE ON THE 7X7 BOARD. 1 SPACE IN ANY DIRECTION.

BLACK CLERIC — THE CLERIC MAY TAKE 1 DAMAGE TO DEAL 1 DAMAGE TO AN ENEMY WITHIN ITS HEAL RANGE.

BLOOD LUST — WHEN A PLAYER HAS ONLY 1 PIECE LEFT ON THE BOARD, ON THEIR TURN, THEY MAY EITHER MOVE TWICE INSTEAD OF ATTACKING, OR ATTACK TWICE INSTEAD OF MOVING. IGNORE THIS RULE IF BOTH PLAYERS ONLY HAVE 1 PIECE ON THE BOARD.

BLOOD RAGE — WHEN A PLAYER HAS ONLY 1 PIECE LEFT ON THE BOARD, ALL OF THEIR ATTACKS DEAL 2 DAMAGE INSTEAD OF 1. IGNORE THIS RULE IF BOTH PLAYERS ONLY HAVE 1 PIECE ON THE BOARD.

MELEE ARCHER — THE ARCHER MAY SKIP THEIR MOVEMENT TO ATTACK AN ENEMY 1 ORTHOGONAL SPACE AWAY.

SNEAKY ROGUE — THE ROGUE MAY MOVE THROUGH OPPONENT'S PIECES, EXCEPT ANOTHER ROGUE.

TACTICAL WIZARD — YOU MAY ATTACK WITH EITHER THE WIZARD OR YOUR OTHER ALLY PIECE WHEN USING THE WIZARD'S STANDARD SPECIAL ABILITY.

WARRIOR CHARGE — THE WARRIOR MAY SKIP THEIR ATTACK TO PERFORM AN EXTRA MOVEMENT.

WARRIOR RUSH — THE WARRIOR MAY SKIP THEIR ATTACK. IF THEY DO, THEY MAY MOVE ONTO A SPACE OCCUPIED BY ANOTHER PIECE. PUSH THAT PIECE BACK 1 SPACE IN THE SAME DIRECTION AS THE WARRIOR'S MOVEMENT. THAT PIECE RECEIVES 1 DAMAGE. THIS CAN NOT BE PERFORMED IF THERE IS NOT AN UNOCCUPIED SPACE FOR THE PUSHED PIECE TO MOVE INTO.

WHITE WIZARD — THE WIZARD MAY SKIP EITHER THEIR MOVEMENT OR ATTACK. IF THEY DO, YOU MAY MOVE A DAMAGE RING EITHER FROM AN ALLY PIECE WITHIN THE WIZARD'S ATTACK RANGE TO THE WIZARD, OR FROM THE WIZARD TO THE ALLY PIECE.

FAQ

-THE CLERIC CANNOT ATTACK.

-THE CLERIC CANNOT HEAL THEMSELVES.

-ALL NORMAL ATTACKS DEAL ONE DAMAGE.

-THERE IS NO LINE OF SIGHT. IF A PIECE IS WITHIN RANGE, IT CAN BE ATTACKED (OR HEALED).

-YOU CAN MOVE AND ATTACK IN ANY ORDER.

-YOU DO NOT HAVE TO MOVE.

-YOU DO NOT HAVE TO ATTACK.

CREDITS:

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STORY: JAMES KIPER

ART: MELANIE BILYEU

THE BARON'S GAME ROOM THANKS YOU FROM THE BOTTOM OF OUR HEARTS!

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